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1   A distributed routing algorithm for mobile wireless networks   ■
M. Scott Corson, Anthony Ephremides
February 1995 **Wireless Networks**, Volume 1 Issue 1
Publisher: Kluwer Academic Publishers

Full text available: 📄 pdf(1.92 MB)   Additional Information: full citation, abstract, references, citings, index terms

> We present a loop-free, distributed routing protocol for mobile packet radio networks. The protocol is intended for use in networks where the rate of topological change is not so fast as to make "flooding" the only possible routing method, but not so slow as to make one of the existing protocols for a nearly-static topology applicable. The routing algorithm adapts asynchronously in a distributed fashion to arbitrary changes in topology in the absence of global topological knowle ...

2   A framework for delivering multicast message in networks with mobile hosts   ■
Arup Acharya, B. R. Badrinath
October 1996 **Mobile Networks and Applications**, Volume 1 Issue 2
Publisher: Kluwer Academic Publishers

Full text available: 📄 pdf(438.33 KB)   Additional Information: full citation, abstract, references, citings, index terms

> To accommodate mobile hosts (MHs) within existing data networks, the static network is augmented with "mobile support stations" (MSSs) that communicate directly with MHs, usually via wireless links. Connectivity of the overall network changes dynamically as MHs connect to the static network fromdifferent "locations" (MSSs) at different times. Compared to their desktop counterparts, mobile hosts face a new set of constraints namely, low bandwidth of the wireless links ...

3   Mobile wireless network system simulation   ■
Joel Short, Rajive Bagrodia, Leonard Kleinrock
December 1995 **Wireless Networks**, Volume 1 Issue 4
Publisher: Kluwer Academic Publishers

Full text available: 📄 pdf(1.70 MB)   Additional Information: full citation, abstract, references, citings

> This paper describes an advanced simulation environment which is used to examine, validate, and predict the performance of mobile wireless network systems. This simulation environment overcomes many of the limitations found with analytical models,

experimentation, and other commercial network simulators available on the market today. We identify a set of components which make up mobile wireless systems and describe a set of flexible modules which can be used to model the various components ...

4 Performance analysis of MSP: feature-rich high-speed transport protocol

Thomas F. La Porta, Mischa Schwartz
December 1993 **IEEE/ACM Transactions on Networking (TON)**, Volume 1 Issue 6

Publisher: IEEE Press

Full text available: pdf(1.52 MB)   Additional Information: full citation, references, citings, index terms

5 Fast detection of communication patterns in distributed executions

Thomas Kunz, Michiel F. H. Seuren
November 1997 **Proceedings of the 1997 conference of the Centre for Advanced Studies on Collaborative research**

Publisher: IBM Press

Full text available: pdf(4.21 MB)   Additional Information: full citation, abstract, references, index terms

Understanding distributed applications is a tedious and difficult task. Visualizations based on process-time diagrams are often used to obtain a better understanding of the execution of the application. The visualization tool we use is Poet, an event tracer developed at the University of Waterloo. However, these diagrams are often very complex and do not provide the user with the desired overview of the application. In our experience, such tools display repeated occurrences of non-trivial commun ...

6 Distributed file systems: concepts and examples

Eliezer Levy, Abraham Silberschatz
December 1990 **ACM Computing Surveys (CSUR)**, Volume 22 Issue 4

Publisher: ACM Press

Full text available: pdf(5.33 MB)   Additional Information: full citation, abstract, references, citings, index terms, review

The purpose of a distributed file system (DFS) is to allow users of physically distributed computers to share data and storage resources by using a common file system. A typical configuration for a DFS is a collection of workstations and mainframes connected by a local area network (LAN). A DFS is implemented as part of the operating system of each of the connected computers. This paper establishes a viewpoint that emphasizes the dispersed structure and decentralization of both data and con ...

7 Mobile wireless network system simulation

Joel Short, Rajive Bagrodia, Leonard Kleinrock
December 1995 **Proceedings of the 1st annual international conference on Mobile computing and networking**

Publisher: ACM Press

Full text available: pdf(1.63 MB)   Additional Information: full citation, references, citings, index terms

8 On randomization in sequential and distributed algorithms
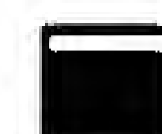
Rajiv Gupta, Scott A. Smolka, Shaji Bhaskar
March 1994 **ACM Computing Surveys (CSUR)**, Volume 26 Issue 1

Publisher: ACM Press

Full text available: pdf(8.01 MB)   Additional Information: full citation, abstract, references, citings, index terms

Probabilistic, or randomized, algorithms are fast becoming as commonplace as

conventional deterministic algorithms. This survey presents five techniques that have been widely used in the design of randomized algorithms. These techniques are illustrated using 12 randomized algorithms—both sequential and distributed— that span a wide range of applications, including:primality testing (a classical problem in number theory), interactive probabilistic proof s ...

Keywords: Byzantine agreement, CSP, analysis of algorithms, computational complexity, dining philosophers problem, distributed algorithms, graph isomorphism, hashing, interactive probabilistic proof systems, leader election, message routing, nearest-neighbors problem, perfect hashing, primality testing, probabilistic techniques, randomized or probabilistic algorithms, randomized quicksort, sequential algorithms, transitive tournaments, universal hashing

9 Client-server computing in mobile environments
Jin Jing, Abdelsalam Sumi Helal, Ahmed Elmagarmid
June 1999 **ACM Computing Surveys (CSUR)**, Volume 31 Issue 2
Publisher: ACM Press

Full text available: pdf(233.31 KB)   Additional Information: full citation, abstract, references, citings, index terms, review

Recent advances in wireless data networking and portable information appliances have engendered a new paradigm of computing, called mobile computing, in which users carrying portable devices have access to data and information services regardless of their physical location or movement behavior. In the meantime, research addressing information access in mobile environments has proliferated. In this survey, we provide a concrete framework and categorization of the various way ...

Keywords: application adaptation, cache invalidation, caching, client/server, data dissemination, disconnected operation, mobile applications, mobile client/server, mobile compuing, mobile data, mobility awareness, survey, system application

10 Encryption and Secure Computer Networks
Gerald J. Popek, Charles S. Kline
December 1979 **ACM Computing Surveys (CSUR)**, Volume 11 Issue 4
Publisher: ACM Press
Full text available: pdf(2.50 MB)   Additional Information: full citation, references, citings, index terms

11 Partial-order transport service for multimedia and other applications
Paul D. Amer, Christophe Chassot, Thomas J. Connolly, Michel Diaz, Phillip Conrad
October 1994 **IEEE/ACM Transactions on Networking (TON)**, Volume 2 Issue 5
Publisher: IEEE Press
Full text available: pdf(1.56 MB)   Additional Information: full citation, references, citings, index terms

12 DOD standard transmission control protocol
Jon Postel
October 1980 **ACM SIGCOMM Computer Communication Review**, Volume 10 Issue 4
Publisher: ACM Press
Full text available: pdf(4.83 MB)   Additional Information: full citation, references

13 Computer Communication Networks: Approaches, Objectives, and Performance Considerations

Stephen R. Kimbleton, G. Michael Schneider
September 1975 **ACM Computing Surveys (CSUR)**, Volume 7 Issue 3

Publisher: ACM Press

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14 VM-based shared memory on low-latency, remote-memory-access networks

Leonidas Kontothanassis, Galen Hunt, Robert Stets, Nikolaos Hardavellas, Michał Cierniak, Srinivasan Parthasarathy, Wagner Meira, Sandhya Dwarkadas, Michael Scott
May 1997 **ACM SIGARCH Computer Architecture News , Proceedings of the 24th annual international symposium on Computer architecture ISCA '97**, Volume 25 Issue 2

Publisher: ACM Press

Full text available: 🔲 pdf(1.96 MB)　　　Additional Information: full citation, abstract, references, citings, index terms

Recent technological advances have produced network interfaces that provide users with very low-latency access to the memory of remote machines. We examine the impact of such networks on the implementation and performance of software DSM. Specifically, we compare two DSM systems---Cashmere and TreadMarks---on a 32-processor DEC Alpha cluster connected by a Memory Channel network.Both Cashmere and TreadMarks use virtual memory to maintain coherence on pages, and both use lazy, multi-writer releas ...

15 Distributed operating systems

Andrew S. Tanenbaum, Robbert Van Renesse
December 1985 **ACM Computing Surveys (CSUR)**, Volume 17 Issue 4

Publisher: ACM Press

Full text available: 🔲 pdf(5.49 MB)　　　Additional Information: full citation, abstract, references, citings, index terms, review

Distributed operating systems have many aspects in common with centralized ones, but they also differ in certain ways. This paper is intended as an introduction to distributed operating systems, and especially to current university research about them. After a discussion of what constitutes a distributed operating system and how it is distinguished from a computer network, various key design issues are discussed. Then several examples of current research projects are examined in some detail ...

16 An analysis of Memnet—an experiment in high-speed shared-memory local networking

G. Delp, A. Sethi, D. Farber
August 1988 **ACM SIGCOMM Computer Communication Review , Symposium proceedings on Communications architectures and protocols SIGCOMM '88**, Volume 18 Issue 4

Publisher: ACM Press

Full text available: 🔲 pdf(1.02 MB)　　　Additional Information: full citation, abstract, references, citings, index terms

Memnet is a shared-memory local area network under development at the University of Delaware that provides close coupling to the processors of a physically distributed multiprocessor system. The Memnet local network appears as memory in the physical address space of each processor (host) on the network. This paper describes an analysis of the Memnet system performed to predict the possible performance levels attainable by a Memnet system. One objective of this analysis is to prov ...

17 Design and analysis of frame-based fair queueing: a new traffic scheduling algorithm for packet-switched networks

Dimitrios Stiliadis, Anujan Varma
May 1996 **ACM SIGMETRICS Performance Evaluation Review , Proceedings of the 1996 ACM SIGMETRICS international conference on Measurement and modeling of computer systems SIGMETRICS '96,** Volume 24 Issue 1
Publisher: ACM Press

Full text available: 📄 pdf(1.42 MB)   Additional Information: full citation, abstract, references, citings, index terms

In this paper we introduce and analyze *frame-based fair queueing*, a novel traffic scheduling algorithm for packet-switched networks. The algorithm provides end-to-end delay bounds identical to those of PGPS (packet-level generalized processor sharing), without the complexity of simulating the fluid-model system in the background as required in PGPS. The algorithm is therefore ideally suited for implementation in packet switches supporting a large number of sessions. We present a simple im ...

18 Consistency and correctness of duplicate database systems

Clarence A. Ellis
November 1977 **Proceedings of the sixth ACM symposium on Operating systems principles**
Publisher: ACM Press

Full text available: 📄 pdf(1.04 MB)   Additional Information: full citation, abstract, references, citings, index terms

Solutions to the duplicate database update problem are considered, and a formal validation technique using the theory of L systems is developed and applied to the problem. The paper shows some particular solutions but is primarily concerned with general properties of the problem, convenient representational techniques, and formal proof procedures which are general enough to apply to this and to a number of other problems in parallel processing and synchronization.

19 Credit-based flow control for ATM networks: credit update protocol, adaptive credit allocation and statistical multiplexing

H. T. Kung, Trevor Blackwell, Alan Chapman
October 1994 **ACM SIGCOMM Computer Communication Review , Proceedings of the conference on Communications architectures, protocols and applications SIGCOMM '94,** Volume 24 Issue 4
Publisher: ACM Press

Full text available: 📄 pdf(1.38 MB)   Additional Information: full citation, abstract, references, citings, index terms

This paper presents three new results concerning credit-based flow control for ATM networks: (1) a simple and robust credit update protocol (CUP) suited for relatively inexpensive hardware/software implementation; (2) automatic adaptation of credit buffer allocation for virtual circuits (VCs) sharing the same buffer pool; (3) use of credit-based flow control to improve the effectiveness of statistical multiplexing in minimizing switch memory. These results have been substantiated by analysi ...

20 Rednet: a wireless ATM local area network using infrared links

J. H. Condon, T. S. Duff, M. F. Jukl, C. R. Kalmanek, B. N. Locanthi, J. P. Savicki, J. H. Venutolo
December 1995 **Proceedings of the 1st annual international conference on Mobile computing and networking**
Publisher: ACM Press

Full text available: 📄 pdf(1.27 MB)   Additional Information: full citation, references, citings, index terms

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